

Audio::Source::setVelocity

```
graph LR; A[Audio::Source::setVelocity] --> B[Audio::Source::getAngleRange]; A --> C[Audio::Source::setAngleRange];
```

The diagram illustrates a function call sequence. A gray box on the left, labeled 'Audio::Source::setVelocity', has two blue arrows pointing to the right. The top arrow points to a white box labeled 'Audio::Source::getAngleRange', and the bottom arrow points to a white box labeled 'Audio::Source::setAngleRange'.

Audio::Source::getAngleRange

Audio::Source::setAngleRange